

ELEMENTS OF ART

as listed in Priority Academic Student Skills (PASS)

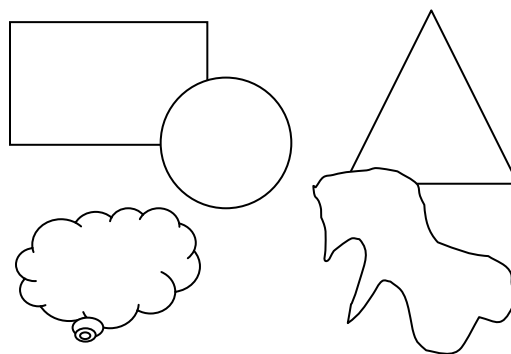
LINE

The path of a moving point. A line may define the edge of a shape; repeated, it can create texture or value. It may be thick or thin, smooth or rough, short or long, light or dark.



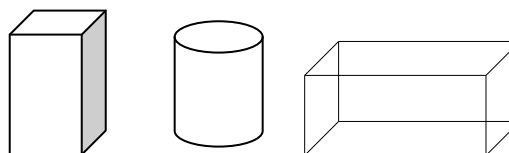
SHAPE

A two-dimensional area defined by an outline or change in color. Examples of types of geometric shapes include circle, square, rectangle, triangle, or oval. Other shapes may be freeform such as natural objects (i.e., leaves, flowers, clouds) or invented free-form shapes that might be created by doodling.



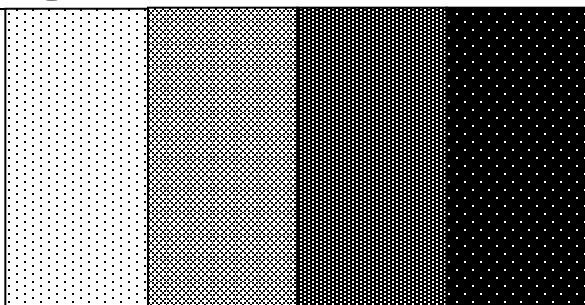
FORM

A three-dimensional object with the qualities of length, width and depth. Examples of geometric forms include a cone, pyramid, cube, sphere, or cylinder.



VALUE

The degree of dark or light tones or colors. A value scale shows the gradual changing of a tone from the darkest to the lightest or white. Value may be created by simple shading, hatch marks (small repeated lines in the same direction), or crosshatching.



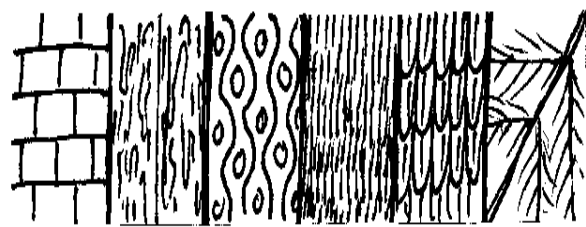
SPACE

Area within, around, between, above or below objects and shapes. Space or distance may be suggested in visual art by using perspective or other strategies such as placement of objects on the picture plane, overlapping of shapes, or objects closer to the viewer are made to appear to have more vibrant color and detail than objects further away. Variation of size or value and the use of converging lines are also used to suggest space. Negative space is the space surrounding the object or structure.



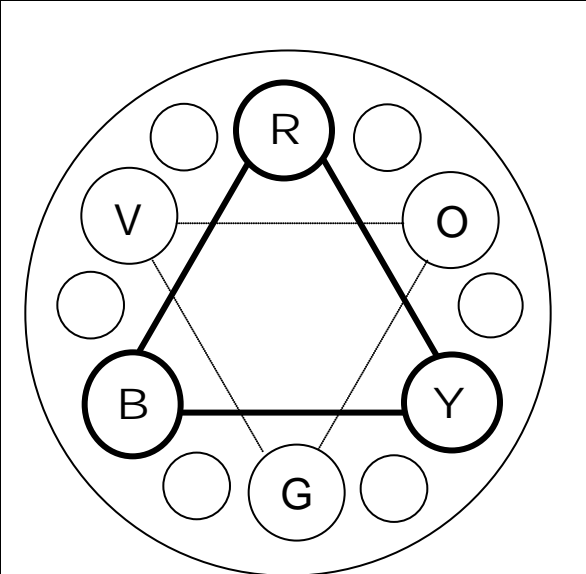
TEXTURE

The surface quality or feel of an object. Texture may be actual (rough or smooth) or implied visually. Real textures can be felt; Implied textures may be painted or drawn to look real.



COLOR

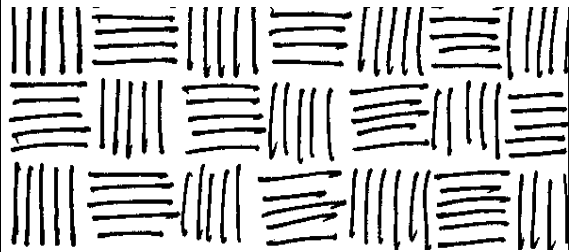
Hue (name of the color), value (how light a color is), and intensity (amount of brightness) produced through the reflection of light to the eye. Primary colors are the three colors from which all other colors may be made: red, yellow, and blue. Secondary colors are the result of mixing any two primary colors: orange, green, and purple. Intermediate colors - primary + secondary; neutrals - gray, black, white, brown; complementary colors - opposites on the color wheel; tone = grayed color; shade = hue + black; tint = hue + white.



PRINCIPLES OF ART

REPETITION

Repeated use of an element such as color, shape or line within a work of art.
Repetition creates pattern, which may be found in manufactured or natural objects.



RHYTHM

Rhythm is the repeated use of similar elements such as color, line, or shape - the smooth transition from one part to another.



UNITY

Sense of oneness, of things belonging together and making up a coherent whole.



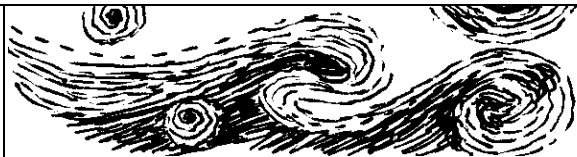
VARIETY

Variety consists of differences in scale, surface, line, value and shape that give interest to a composition.



MOVEMENT

Use of lines, shapes or colors to lead the eye of the viewer from one direction to another.



CENTER OF INTEREST

The accent or important area used to attract the viewers' attention; i.e., emphasis, which might be the largest, brightest or lightest subject.



CONTRAST

Significant degrees of difference between lines, colors, shapes, values or textures. Pale yellow against charcoal black has a greater degree of contrast than yellow against white, for example.



BALANCE

The arrangement of the elements of art in a composition. Basic types of balance are symmetrical (mirror image), radial (from a center point) and asymmetrical.



Resources:

Priority Academic Student Skills, 2000 and Beyond

Exploring Visual Design, The Elements and Principles; Copyright 2000, Davis Publications, Inc., ISBN: 87192-379-3

Art Teacher's Book of Lists by Helen D. Hume, John Wiley & Sons, Publishers, ISBN: 0787974242